

## Number Hangman

### Purpose:

The purpose of this activity is to help your child to identify the ones, tens, hundreds and thousands in a number.

### Link to Number Framework:

Place Value, Stage 5

### What you need:

- Paper and Pencil

### What to do:

Play this game like Hangman.

- Place dashes on the paper to indicate how many digits are in the number. For example, the number 3 523 would be represented as: \_\_\_\_ \_\_\_\_ \_\_\_\_ \_\_\_\_ .
- Players ask questions to find out about the placement of digits within the number.  
*Is there a five in the tens place?*  
*Is there a seven in the thousands place?*
- Players may also ask questions to find out which digits are contained in the number.  
*Does the number have the digit eight in it?*  
*Is it in the ones place?*
- Other questions can be used to work out what the number is. For example:  
*Is the tens digit odd?*  
*Is the hundreds digit greater than five?*
- Each time the answer to a question is “no”, a piece is added to the hangman. As the digits are correctly guessed the digit is written into the appropriate place within the number.
- Encourage your child to be systematic in their approach by using lists of digits and eliminating these as they receive answers.

### What to expect your child to do:

- Be able to tell you what each digit within a number represents. For example, in the number 4 572, the 7 tells you how many tens are in the number and the 4 tells you how many thousands are in the number.